GAMER EXTRA

ALIEN

VIDEO GAME FRANCHISE SPECIAL

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ALIEN

TIMELINE

Alien (Atari 2600) 1982

Alien (Avalon Hill) 1982 (Apple II)

Alien (1984 video game)

Aliens:Alien 2 Msx 1987

Alien 3 (video game) 1992

Alien 3: The Gun Arcade Game

Aliens (1990 video game)

Aliens: A Comic Book Adventure

Alien Trilogy 1996

Aliens Online 1998

Alien Resurrection (video game)

Aliens Infestation 2011

Aliens: Colonial Marines 2013

Alien: Isolation 2014

Aliens: The Computer Game

(UK Version) 1986

Aliens: The Computer Game

(US Version) 1987

Aliens: Thanatos Encounter 2001

Aliens: Fireteam Elite 2021

Aliens: Dark Descent 2023

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The first video game of the Alien franchise was released in 1982 for the Atari 2600, based on the 1979 film Alien.

Subsequent games were based on that film and its sequels Aliens (1986), Alien 3 (1992), and Alien Resurrection (1997).

The stories of the games are set in a fictional universe in which alien races and species have dangerous conflicts with humans and with each other.

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Alien (Atari 2600) 1982

It is a maze game,

Alien for the Atari 2600 is the first officially licensed game of the Alien film series.

The player controls a member of the human crew pursued by three aliens in the hallways of a ship. The goal is to destroy the alien eggs laid in the hallways.

The player is armed with a flamethrower which can temporarily immobilize the aliens. Additionally, "pulsars" occasionally appear which turn the tables, allowing the human to overpower the aliens.

ALIEN

Alien (Avalon Hill)1982 Apple II

The Alien is a game in which the crew of a ship must deal with a hostile alien species.

Game play proceeds in turns and requires an analogue joystick to play. Actions are selected through a series of menus which are only accessible by holding the controller in varying degrees between up, center and down. Using a digital controller with only absolute up, center and down positions will mean that only a few options are available.

In Alien, the player controls a crew of seven people who are on a spaceship with an alien that is running loose. The object of the game is to capture or kill the alien. The crew can employ stun guns or lethal weapons to try to neutralize the alien. As a last resort, the player can use a self-destruct mechanism in the ship and the remaining crew can flee in an escape pod.

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The game has two screens: a text screen and a map screen. Each turn has three phases - one phase uses the map screen and the other two use the text screens. The first phase of each turn takes place on the text screen. Every turn begins with the message: Sensors indicate movement of life forms within the ship. Play then moves to each room where a crew member is present. During the text-screen phases, the player is given a description of the room and which crew members are in it. This also includes objects and creatures in the room. In this mode, the player can interact with objects in the room, such as attempting to capture an animal or attacking an alien.

the second phase of the game, which takes place on the map screen, the player can move the crew around the ship and have the drop and take items. The third phase returns the player to the text screen.

Although the player issues commands to each crew member, the characters in the game will not necessarily obey those commands. For example, a crew member may refuse to attack the alien or to enter a restricted area. If the player instructs a crew member to attack the alien early in the game, the player may also receive the message regulations forbid killing of creatures which can be controlled otherwise.

The alien will attempt to kill any of the crew that encounter it. If the alien kills a crew member, the remaining crew will re-assemble on the bridge to "discuss the situation". The alien will also metamorphose during the course of the game and becomes more lethal as it changes. Eventually, the alien will also begin to multiply.

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VIDEO GAME FRANCHISE SPECIAL

Alien (1984 video game)

Alien is a 1984 hybrid strategy/ adventure video game for the Commodore 64 and ZX Spectrum, and later ported for the Amstrad CPC in 1985.

Alien is an omniscient menu driven game. The player is put in charge of all of the crew members of the Nostromo. The game starts with one of the crew members being killed by the alien, which mirrors the death of Kane when he gives birth to the alien in the movie. The player moves the characters around on a map-grid representation of the ship as they search for the alien. Littered around the map are various objects that are useful such as nets, incinerators, pistols, and oxygen tanks.

The player can order one of the crew members to pick up such objects and use them when needed.

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Alien (1984 video game)Based on the current situation, the emotional status of the crewmen can change. Their emotional status can range from confident, stable, uneasy, shaken, hysterical, and broken. This means that the crew members will not always obey the player's orders and can be frozen by fear or unwillingness to enter a hazardous situation.

Ordering characters to pick up weapons can positively affect their emotional status and make them more likely to follow orders. Sending a character off alone can negatively affect their emotional status, causing them to perform poorly.

Furthermore, like in the film, one of the crew members is secretly an android and he will turn on the other crew. When the crew is reduced to three there is the option of activating the ship's self-destruct sequence and escaping in the Narcissus.

VIDEO GAME FRANCHISE SPECIAL

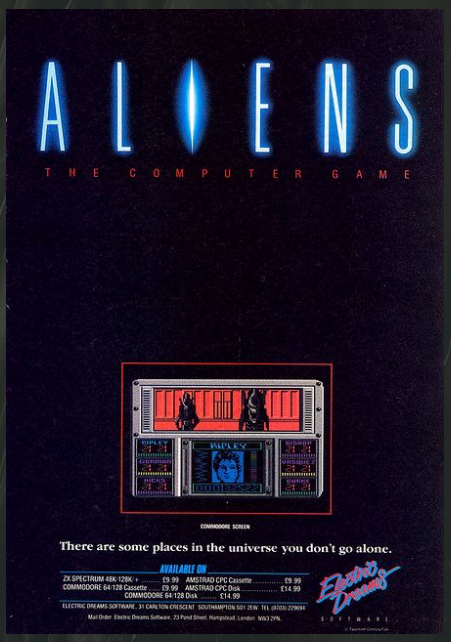
A L I E N

Aliens: The Computer Game

UK Version 1986

US Version1987

Amstrad CPC, Apple II, Commodore 64, ZX Spectrum.



Aliens is a series of six mini games strung together via graphical interactive sequences, akin to an adventure game, though the only interaction possible is advancing the dialog, displayed in speech balloons. The mini games are mostly action sequences that involve piloting a ship from Sulaco to the planet's surface, recognizing equipment, and fighting aliens

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ALIENS: ALIEN 2 MSX - 1987

Aliens: Alien 2 is a 1987 side-scrolling shooter video game developed and published by SquareSoft for the MSX, released exclusively in Japan.

It is based on the film of the same name. The game was originally also going to be released on the Family Computer Disk System, but this never happened.

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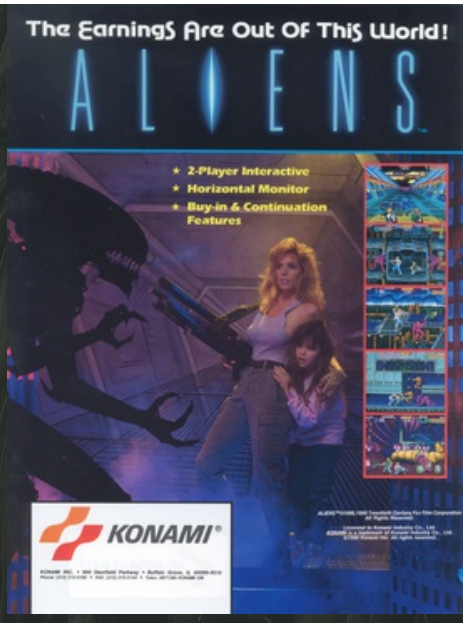
Aliens (1990 video game)



Aliens is primarily a side-scrolling shooter in which the player must defend against various Aliens, with certain parts of the game switching to a third-person rail shooter perspective.

Players can play as either Ellen Ripley or Corporal Hicks, who both begin the game with a smart gun and can upgrade to other weapons such as flamethrowers and missile or grenade launchers. The player is given several health points, one of which is lost if the player is attacked by an Alien. The player loses a life if all the health points are lost, and the game ends if all the player's lives are depleted. Boss enemies are encountered at the end of each level, with the final boss being the Alien Queen, which the player fights with a power exoskeleton loader.

A two-player mode is also available.

The enemies range from standard ones seen in the films to specialized ones created exclusively for this game.

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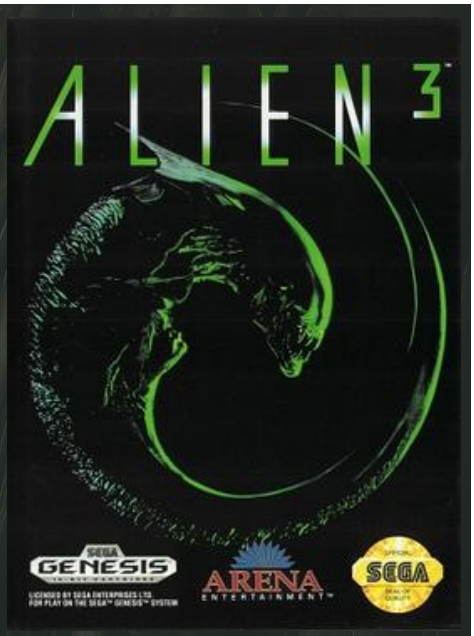
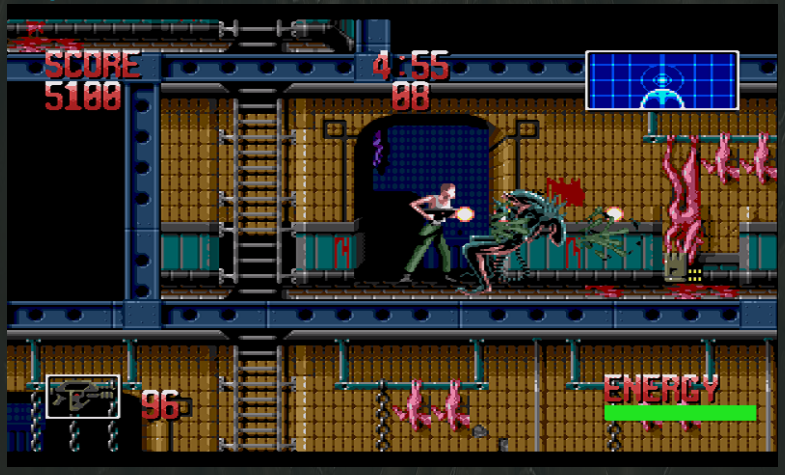
Alien 3 (video game)
1992



Amiga, Commodore 64, Game Boy, Game Gear, Master System, NES, Sega Genesis, SNES

Alien 3 is a side-scrolling run and gun in which the player controls Ellen Ripley, the film's main character, who progresses through the Fiorina 161 prison colony that was featured in the film. The player can jump, shoot, climb ladders, crawl through tunnels, open doors, and use elevators. Unlike the film, Ripley has a large arsenal of weapons that can be used against the game's enemies, consisting of Aliens and Facehuggers. Weapons include pulse rifles, flamethrowers, and grenades. A motion tracker warns the player of nearby enemies.



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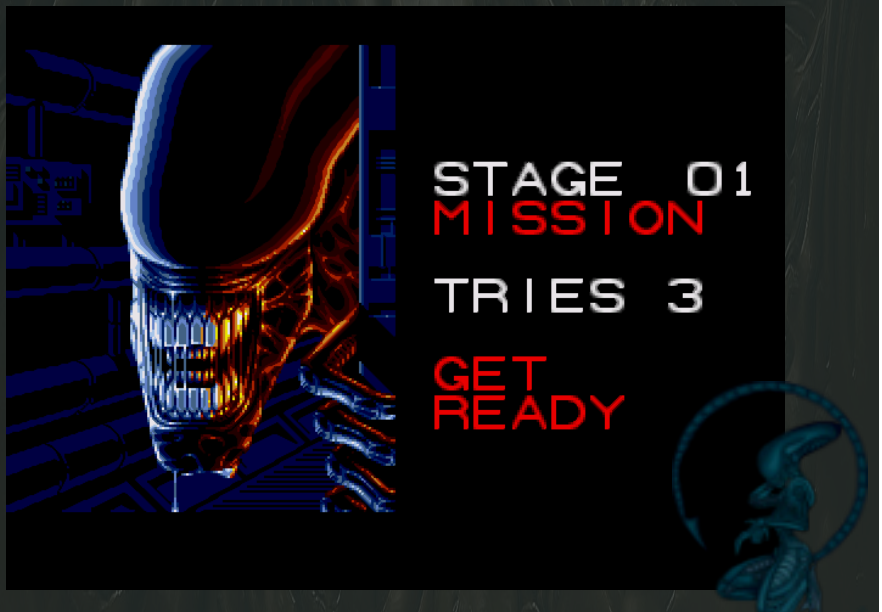
Level objectives are chosen from computer terminals, which are located throughout the game and also offer blueprints of the prison layout. Objectives include sealing off doors to prevent Aliens from entering, and rescuing prisoners. A time limit is present on each level, and the player loses a life if the level is not completed before the time expires. The game concludes with a battle between Ripley and the Alien Queen.



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VIDEO GAME FRANCHISE SPECIAL

Alien 3: The Gun
Arcade game 1993

Alien 3: The Gun is a 1993 rail shooter arcade game released by Sega. It is based on the film Alien 3, but focuses on two space Marines.

Game play

Alien 3: The Gun is a rail shooter in which the player uses a large light gun, modeled after the M41A Pulse Rifle featured in Aliens, to kill various Alien creatures such as facehuggers and soldiers, unlike the film, which featured only three Aliens (including a facehugger, an alien runner and a queen chestburster). The player controls a US Colonial Marine who is tasked with reaching the prison colony featured in the film, in order to rescue prisoners who are under attack by the Aliens. The game is played across seven levels, and features various boss enemies, including a giant facehugger. Power-ups, such as a flamethrower, are available to the player throughout the game.

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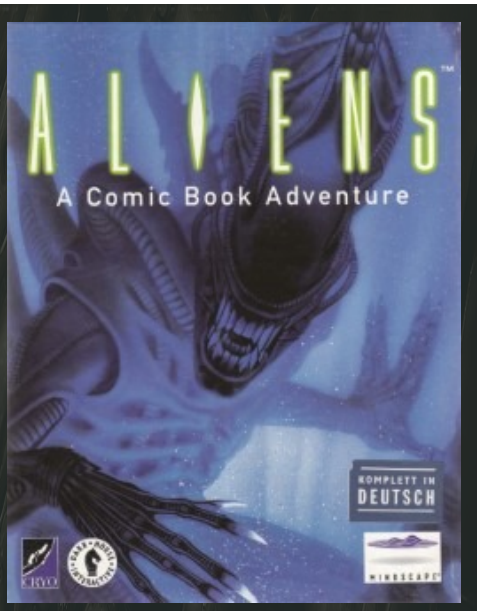
Aliens: A Comic Book Adventure Video Game 1995



Players take on the role of Lt. Col. Henry Hericksen, an ex-Colonial Marine aboard the USS Sheridan who is now the commander of a three-man terraforming team tasked with investigating a distress call originating from a remote outpost known as B54C. Players must search through a mining complex for clues.

Aliens comic book series being published by Dark Horse Comics at the time, with Mindscape acting as the game's publisher.

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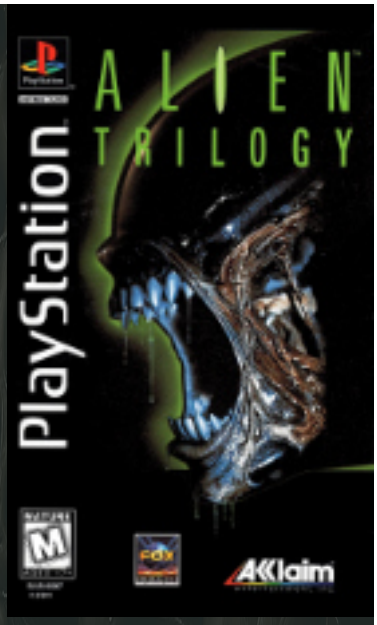
Alien Trilogy 1996

PlayStation,Saturn And PC-MS-DOS



Alien Trilogy takes many elements from Alien film series, such as facehuggers, chestbursters, dog aliens, adult aliens, and Queen aliens.

The video game consists of 30 levels and 3 Queen alien bosses. It features several weapons, including the pulse rifle from Aliens, and other equipment, such as a shoulder lamp, which can be used by the player. The console versions only have a single player campaign whereas the DOS version also features death match network multiplayer.

In the role of Lieutenant Ellen Ripley, the player experiences a story loosely derived from the first three films of the Alien franchise.

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Aliens Online 1998 - PC

Aliens Online first-person shooter

The Colonial Marine faction had the Medic, Scout, Soldier, and Heavy Weapons classes.

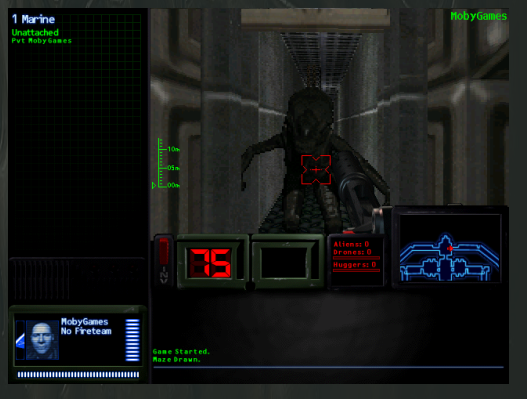
More advanced weaponry were available when grouping as a "fireteam," and increased hit points became available as a character progressed in rank.

Marines' equipment included the motion detector from the film Aliens, which was their sole method to locate Aliens,

but would not locate Aliens which were not moving. In later versions of the game, the Marines could also drop proximity mines.

The software was free to download and was automatically updated. Joining Game Storm for $9.95 per month was required to play the game.

Online play was shut down in 2000 after the Game Storm network was sold to Electronic Arts.



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VIDEO GAME FRANCHISE SPECIAL

Alien Resurrection (video game) 2000

PlayStation

Following the same basic plot of the movie, the game takes place years after the events of Alien 3 and follows a cloned Lt. Ellen Ripley awaking aboard the USM Auriga and trying to escape from the xenomorph-infested research spaceship USM Auriga along with a crew of mercenaries.

When the Xenomorphs bred from the queen that was extracted from her cloned body escape containment and begin running rampant aboard the Auriga, Ripley must unite with a group of rag-tag mercenaries to escape the vessel.

The game is a first person shooter (FPS) with survival horror elements. It consists of ten levels, the first nine taking place in the Xenomorph-infested USM Auriga, with the last aboard the mercenary ship Betty.

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The player uses four different characters from the movie. Ripley is the main playable character for a majority of the game's levels, while Call, DiStephano, and Christie each get their own level as well. Each character has their own special equipment. Some players have different weapons. The selection includes a laser rifle, double barrel shotgun, grenade launcher, Shock rifle, flamer-thrower and a rocket launcher.

The player must complete different tasks to progress across the game. These include killing clones and ejecting overheating escape pods.

In addition to traditional drone aliens, the player also faces marines and facehuggers (if the player is implanted with an alien, they must track down a device to remove it, or the creature will hatch and the game ends), later fighting boss creatures such as the alien queen and the newborn.

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Aside from occasional CGI cut scenes, the plot is told through text-based mission briefings that guide the player through an expanded, action-oriented story, drawing upon the settings and characters of the franchise rather than through the specific plots of the films themselves.

The game begins in essentially the same manner as Aliens, as Ripley—here a marine herself—travels to LV426 to restore contact with the colony there.

The other marines are wiped out, so Ripley must then travel through the infested colony and prison facility, and finally the crashed alien ship itself, to destroy the aliens and escape.

ALIEN

Aliens: Thanatos Encounter 2001

Game Boy Color

Aliens: Thanatos Encounter is a single-player shooter based on the Alien science-fiction horror film series.

It takes place aboard Thanatos, an abandoned freighter that has been infested with Alien creatures.

The game is played from a top-down perspective and features 12 levels, each available in three difficulty settings.

In each level, the player must clear areas of Alien creatures and rescue survivors to progress.

There are five Colonial Marines characters for the player to choose from and each has different skills and attributes.

If the player's current marine is defeated by an Alien creature, the player must replay the level with another marine and has a time limit to rescue the previous one.

VIDEO GAME FRANCHISE SPECIAL

ALIEN

Aliens: Thanatos Encounter 2001

Game Boy Color

The player can use most of the weapons that were introduced in the films, including pulse rifles, flamethrowers, and grenade launchers.

Some marines can use a motion tracker to detect enemies, while others can use two-handed weapons.

The game offers three firing modes: the first one allows the player to shoot in the direction the marine moves, the second one allows the player to shoot enemies while moving backwards, and the third one allows the player to shoot in any direction from a pixed position.

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Aliens: Infestation is a 2011 2D side scroller game for the Nintendo DS handheld console.

Game play of Aliens: Infestation is comparable to the Metroid video games, where players are encouraged to search and backtrack for weapons, upgrades, and keys.

The USS Sephora has discovered the USS Sulaco adrift in space after the events of Aliens and Alien 3.

The Colonial Marines are sent aboard the Sulaco to investigate and recover the life form detected aboard the ship.

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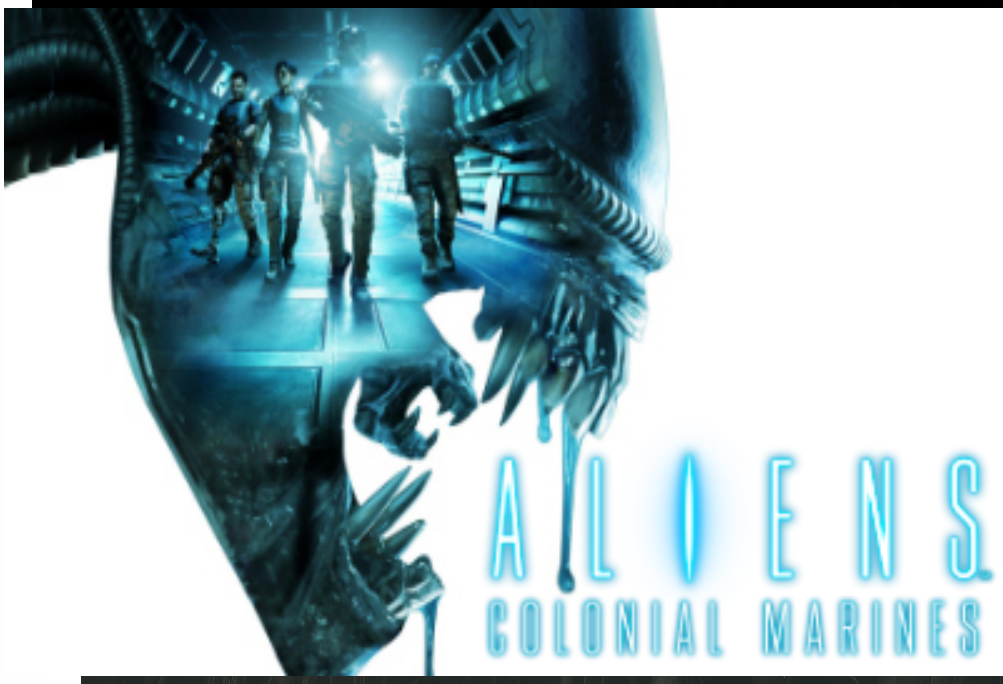

Aliens: Colonial Marines is a 2013 first-person shooter developed by Gearbox Software and published by Sega for PlayStation 3, Windows, and Xbox 360.

The game follows a group of Colonial Marines, a fictional military unit, as they confront the Weyland-Yutani corporation in an effort to rescue survivors from the Sulaco spaceship. The game features a campaign mode that supports both single-player and cooperative game play, and a multiplayer mode in which players compete in different scenarios.

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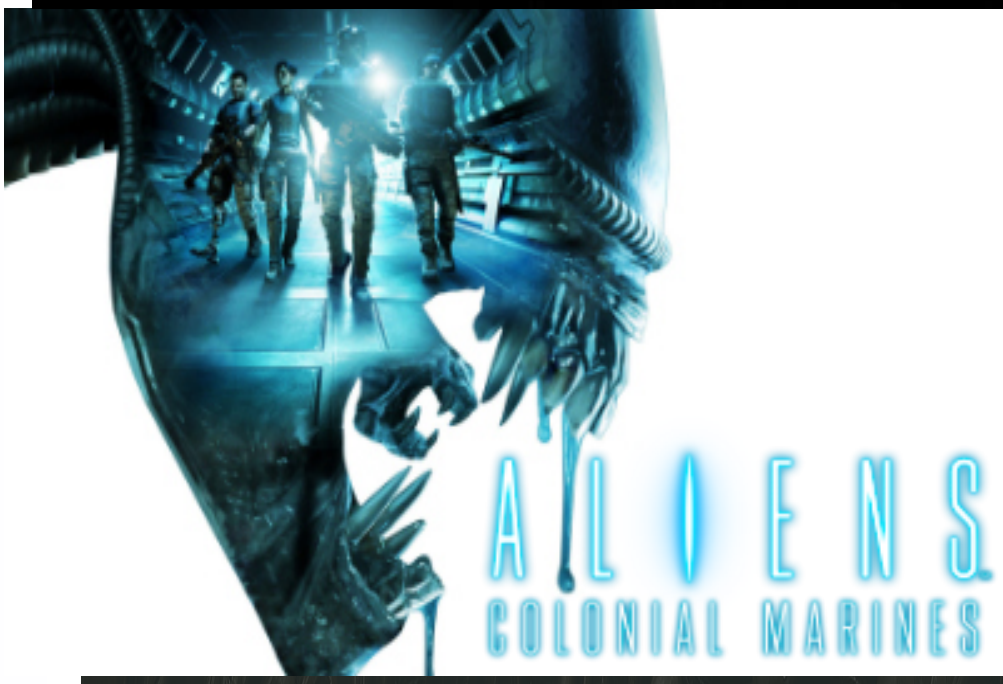
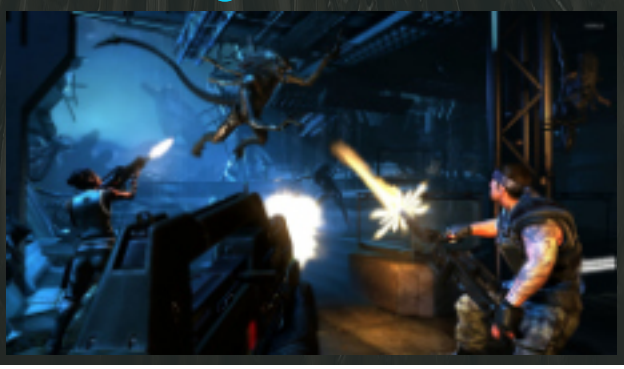


Colonial Marines was developed over six years and suffered from a tumultuous development cycle. Because Gearbox decided to focus on other projects like Duke Nukem Forever and Borderlands 2, they outsourced a significant part of the game to other studios.

Colonial Marines sold more than one million copies in the United States and Europe, but received unfavorable reviews from critics, who criticized its technical problems, low-quality graphics, and weak artificial intelligence of enemies. It is considered to be one of the worst video games ever made.



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Alien: Isolation is a 2014 survival horror game for PlayStation 3, PlayStation 4, Windows, Xbox 360, and Xbox One.

Based on the Alien film series, the game is set 15 years after the events of the original 1979 film, and follows engineer Amanda Ripley, daughter of Alien protagonist Ellen Ripley, as she investigates the disappearance of her mother aboard the space station Sevastopol. Once inside, Amanda discovers that the station has fallen into disarray due to an Alien creature on the loose and must find a way to escape. The game emphasizes stealth and survival horror game play, requiring the player to avoid, outsmart, and fight enemies with tools such as a motion tracker and flamethrower.

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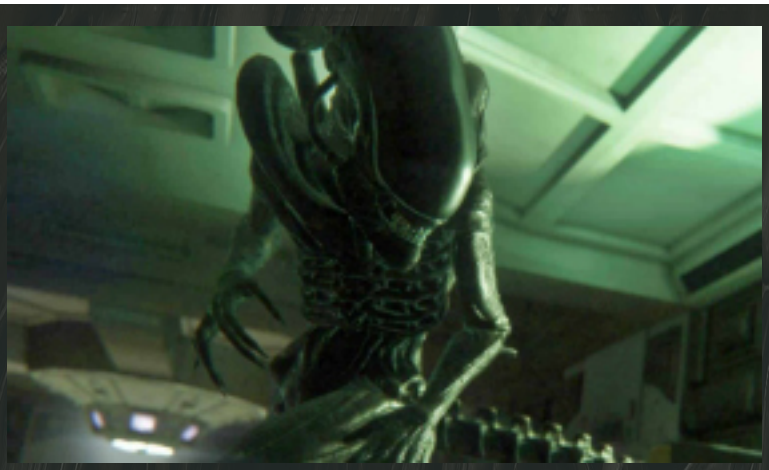

Alien: Isolation is a single-player action-adventure game with an emphasis on stealth and survival horror. The player controls Amanda Ripley from a first-person perspective, and must explore a space station and complete objectives while avoiding, outsmarting, and defeating enemies. Objectives range from activating computers to collecting certain items or reaching a specific area. The player can run, climb ladders, sneak into vents, crouch behind objects to break the line of sight with enemies, and peek over or lean around for a safe view. The player also has the ability to go under tables or inside empty lockers to hide from enemies.

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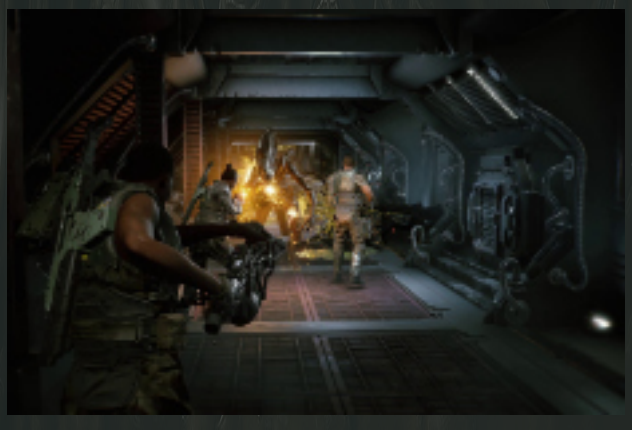
Aliens: Fireteam Elite 2021

Aliens: Fireteam Elite is a 2021 third-person shooter game.

It is a standalone sequel to the original Alien trilogy.

In contrast to Alien: Isolation, Fireteam Elite is more in line with Aliens: Colonial Marines, and focuses on action rather than survival-horror.

The player assumes the role of a Colonial Marine on board the UAS Endeavor, a spaceship tasked with responding to a distress call from the outer colonies.



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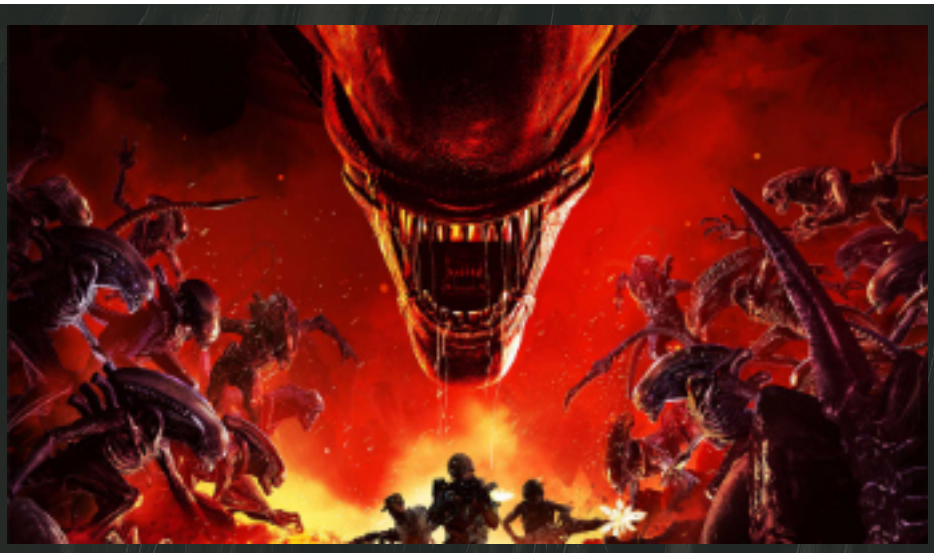

The game contains four-story campaigns with three missions each, and the player is accompanied by two allies who can be controlled by another player or by an AI.

In the year 2202, the USS Endeavor receives a distress call from the previously thought-destroyed Katanga refinery station orbiting the planet LV-895 and moves in to investigate, sending a fireteam of Colonial Marines to board the station. The Marines discover that the station has been overrun by Xenomorphs.

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Aliens: Dark Descent 2023

Aliens: Dark Descent is an upcoming real-time strategy video game For PlayStation 4,PlayStation 5, Windows

Xbox One, Xbox Series X/S.

Dark Descent is a real-time strategy video game played from a top-down perspective. Players need to issue commands to a squad of four colonial marines, who must battle the Xenomorphs and rogue agents from the Weyland-Yutani Corporation. The game features five starting character classes, each with their own unique weapons and abilities. While combat happens in real time, players can briefly slow time to a crawl in order to issue commands or set up an ambush.

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Aliens: Dark Descent 2023

Players are encouraged to explore the moon station, discovering short cuts and deploying motion trackers which allows players to track alien movements. They can also use electrical saw to open locked doors, or welded door shut as they retreat from one room to another.

The changes to level layout are permanent. Welding a door may stop the Xenomorphs from advancing, but it may also block the player's route in subsequent visits.

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Between missions, players can upgrade and customize their characters. Players need to maintain not only the physical health but also the mental health of these characters.

Each character has their own mental traits. Their combat performance may be affected if they were put under too much strain.

They may miss their shots, behave irrationally, or even sabotage the player's mission. Squad members may die permanently after being attacked.

Players can evacuate during a mission to prevent losing the entire squad

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